VS. GUMSHOE™

On assignment to adventure.

A VS. System™ Gun Pak.

Nintendo®

Blasting Through Worlds of Danger to Break the Case.

Jennifer's been kidnapped and the ransom must be paid. Or else it's curtains for the kid.

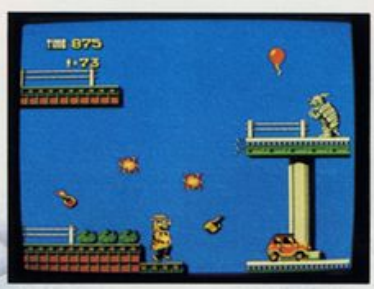
To win her release, her father, Mr. Stevenson, has only 24 hours to recover the five Black Panther Diamonds he's hidden away. But he'll need help—and that's why you've been called in on the case.

As an ex-FBI agent turned detective, your fast eye and accurate aim will be put to the test in helping your client get to the goods.

It won't be easy. Everywhere you turn, danger snaps at your heels. It's up to you to clear the way to the diamonds hidden in the city, air, water and forest.

Do you have what it takes to help save Jennifer? Find out. Try VS. Gumshoe™—part of the VS. System™* of fast-action, high-earning games.

Contact your local Nintendo distributor or call Nintendo of America Inc., (206) 882-2040, for more information.



Nintendo®

Requires light gun attachment. Can use gun from VS. Hogan's Alley™ or VS. Duck Hunt,™ or purchase gun separately from your distributor.

*Available in Dedicated or VS. PAK™ form for the VS. DualSystem™ and VS. UniSystem.™ Or, to put new life into your old games, get the VS. UniKit™ to convert Donkey Kong,® Donkey Kong Jr.® Popeye,[1] Donkey Kong 3,® Mario Bros.® (narrow cabinet only), Pac-Man[2] and Ms. Pac-Man.[2]

[1]King Features Syndicate, Inc.
[2]TM of Bally Midway Manufacturing, Inc.

Upright/VS. UniSystem (Single Monitor)
Dimensions: 23¾" (W) x 32⅜" (D) x 68⅜" (H)
Weight: 250 lbs.

Upright/VS. DualSystem (Dual Monitor)
Dimensions: 45¼" (W) x 33½" (D) x 67½" (H)
Weight: 375 lbs.

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98052

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Printed in U.S.A.

VS.
Gumshoe™
SHOOT THE ENEMIES!
PROTECT MR. STEVENSON!
RESCUE JENNIFER, THEN BEAT KING DOM AT HIS OWN GAME!
©1986 Nintendo
COLLECT ALL THE BALLOONS AND WIN AN EXTRA LIFE!
SHOOT AT MR. STEVENSON TO MAKE HIM JUMP!
SHOOT ALL THE ENEMY OBJECTS!
FOR JENNIFER'S SAKE, DON'T BE LATE!
—KING DOM—
DANGER!
BE CAREFUL WHEN YOU SHOOT THIS BOMB!
COLLECT ALL FIVE "BLACK PANTHER" DIAMONDS AND SAVE JENNIFER!
Nintendo®

VS. GUMSHOE™

(Operation Manual)

MDS (MGS)

1. How to install Software ROMs

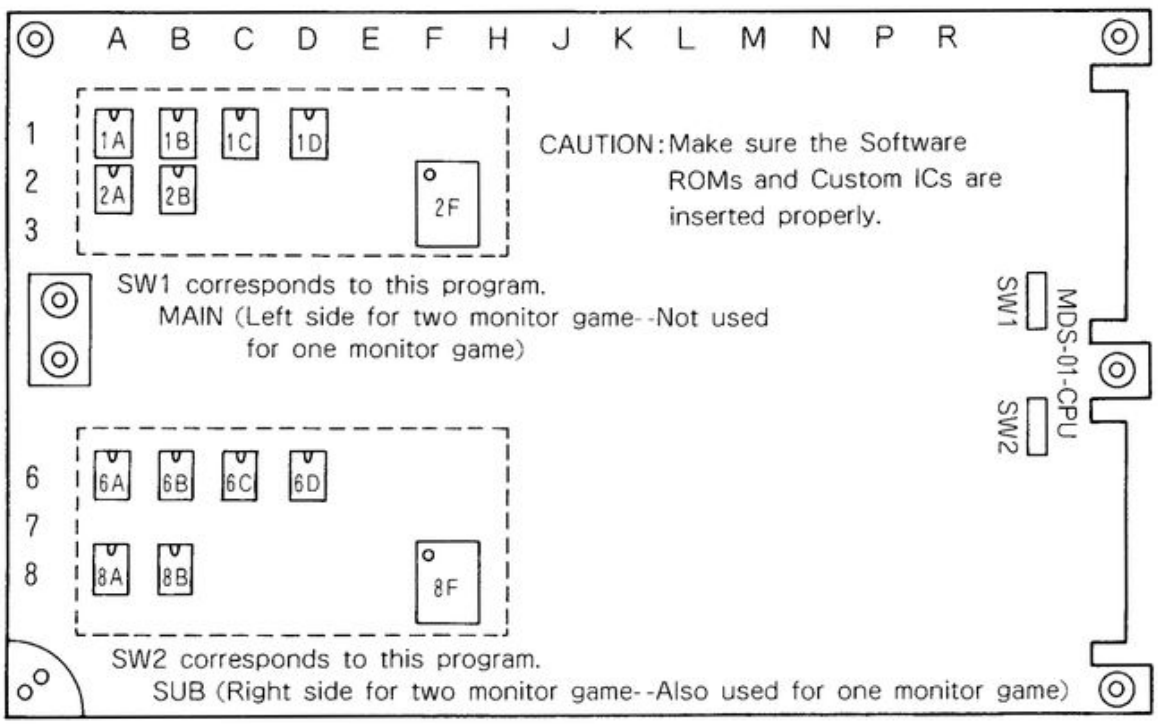
Each Software ROM is labeled with a Location Number shown on it (▨ Shaded Portion illustrated below), which indicates the corresponding location on the P.C. Board where it should be installed.

(Label on Software ROM)

"VS.GUMSHOE" contains 6 Software ROMs, and 1 Custom IC, which have location numbers, 1A or 6A, 1B or 6B, 1C or 6C, 1D or 6D, 2A or 8A, 2B or 8B and 2F or 8F. Each ROM and IC must be mounted into the proper IC Socket.

For VS.DUAL SYSTEM (two monitors): If "VS.GUMSHOE" is to be installed in main (left) side of cabinet, then EPROMs and Custom IC should use locations 1A, 1B, 1C, 1D, 2A, 2B and 2F. For sub (right) side, use locations 6A, 6B, 6C, 6D, 8A, 8B and 8F.

For VS.UNISYSTEM (one monitor): "VS.GUMSHOE" EPROMs and Custom IC must use locations 6A, 6B, 6C, 6D, 8A, 8B and 8F (sub side).



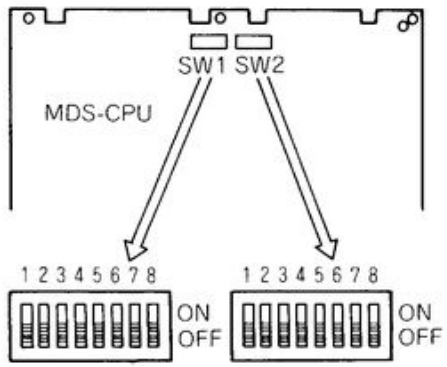
ROM and IC Location on P.C. Board

NOTE: "VS.GUMSHOE" requires VS. P.C. Board Memory Boost Modification.
– See instructions.

NOTE: "VS.GUMSHOE" can be interchanged between left and right side on two monitor game.

2. Points and methods of adjustment

Game Option Settings
MDS P.C. Board



SW1···MAIN
(Left side for two monitor game--Not used for one monitor game)

SW2···SUB
(Right side for two monitor game--Also used for one monitor game)

MDS FOR VS.GUMSHOE

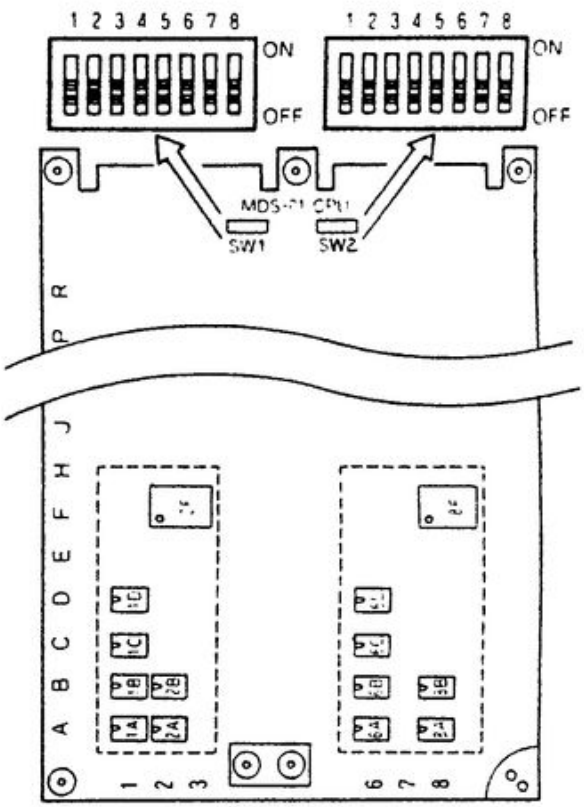
		SW1(SW2)							
		1	2	3	4	5	6	7	8
COIN/CREDIT	1/1	OFF	OFF	OFF					
	1/2	OFF	OFF	ON					
	1/3	OFF	ON	OFF					
	2/1	OFF	ON	ON					
	3/1	ON	OFF	OFF					
	4/1	ON	OFF	ON					
	5/1	ON	ON	OFF					
FREE PLAY		ON	ON	ON					
DIFFICULTY	EASY 1				OFF	OFF			
	2				ON	OFF			
	3				OFF	ON			
	HARD 4				ON	ON			
NUMBER OF STEVENSON PER GAME	5						OFF		
	3						ON		
NUMBER OF BULLET PER BALLOON	3							OFF	
	2							ON	
1 BONUS STEVENSON AWARDED AT 50000	YES								OFF
	NO								ON

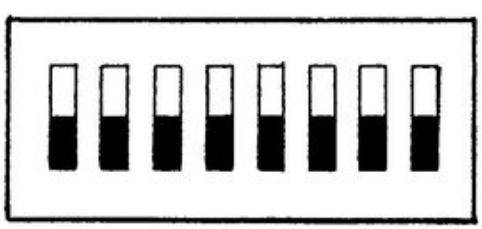
NOTE: "VS.GUMSHOE" requires VS. P.C. Board Memory Boost Modification — See instructions.

CAUTION

The suggested factory settings for VS. Gumshoe are listed below. It is recommended that you carefully check the dip switch settings prior to operation. For the VS. DualSystem , the dip switch settings will be on either SW1 or SW2, depending on which side of the p.c. board you install the EPROM's and custom IC. Refer to the operation manual for further instructions. For the VS. UniSystem the EPROM's and the custom IC must be installed in the "sub" side of the p.c. board, and then SW2 is used.

SW1 or SW2							
1	2	3	4	5	6	7	8
off	off	off	off	off	off	off	off





Please refer to the dip switch settings label and the VS.-PAK™ Operation Manual for further information.

Nintendo of America Inc.

VS. P.C. BOARD MEMORY BOOST

REQUIRED FOR VS. GUMSHOE PAK

INSTRUCTION FOR VS. MEMORY BOOST MODIFICATION:

ENCLOSED IN YOUR VS. GUMSHOE PAK ARE TWO(2) PRE-CUT "JUMPER" WIRES. SOME OF THE NEWER VS. PAKS REQUIRE A MEMORY EXPANSION MODIFICATION. PERFORM THE MODIFICATION AS PER THE DIAGRAMS BELOW, AFTER THIS MODIFICATION, THE P.C. BOARD WILL BE COMPATIBLE WITH ALL VS. PAKS PAST AND PRESENT.

NOTE:

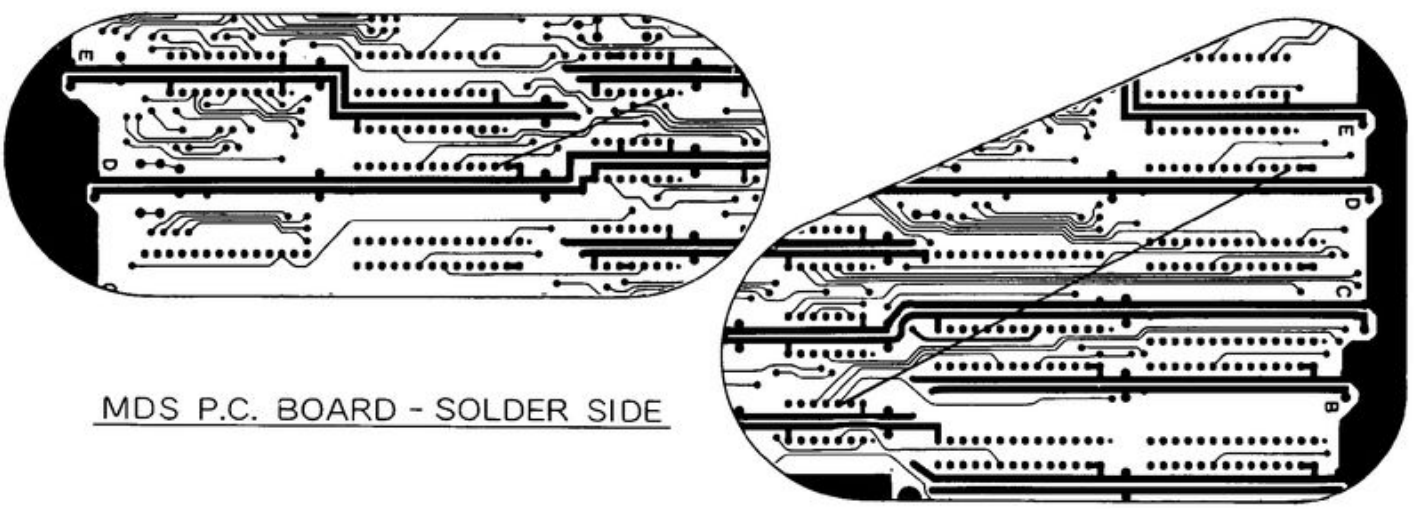
THE WIRES MAY BE ATTACHED BETTER IF THE SOLDER IS REMOVED FROM THE PINS AND THE WIRE THEN HOOKED AROUND THE PINS BEFORE SOLDERING. ALSO, BE SURE TO GET THE WIRES AS TAUT AS POSSIBLE TO PREVENT SNAGGING.

"SUB" SIDE

6D, PIN 26(SOCKET) TO 5E, PIN 1(74LS04)

"MAIN" SIDE

1D, PIN 26(SOCKET) TO 4A, PIN 12(74LS32)



MDS P.C. BOARD - SOLDER SIDE

8 7 6 5 4 3 2 1

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